MIXED-UP Mother Goose

by Roberta Williams

"...the most exciting game ever created for preschoolers."
-Joyce Worley
Atari Explorer

128K

Apple IIe/IIc

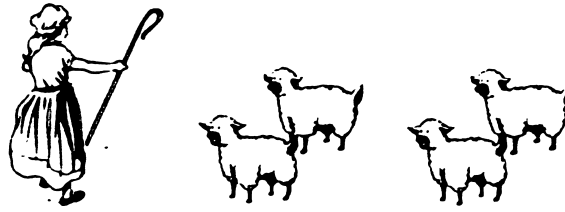
Joystick optional

128K required

SRL-046

SIERRA®

MOTHER GOOSE — READ ME FIRST



Your Manual contains information on installing and playing this game, except for the following additional information.

Loading Instructions (from floppy disk)

Apple IIGS/IIE/IIC:

1. Put your game disk in the disk drive.
2. Turn on your computer.
3. The game will load automatically.

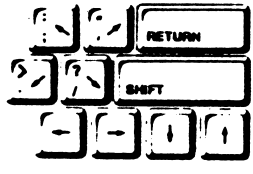
Macintosh:

Ignore the INSTALL references in the Manual.

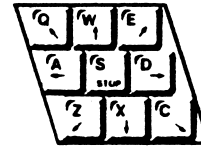
1. Turn on your computer.
2. Insert your game disk.
3. Double-click on the Mother Goose icon.

Moving Your Character

Keyboard diagram showing cursor movement for:

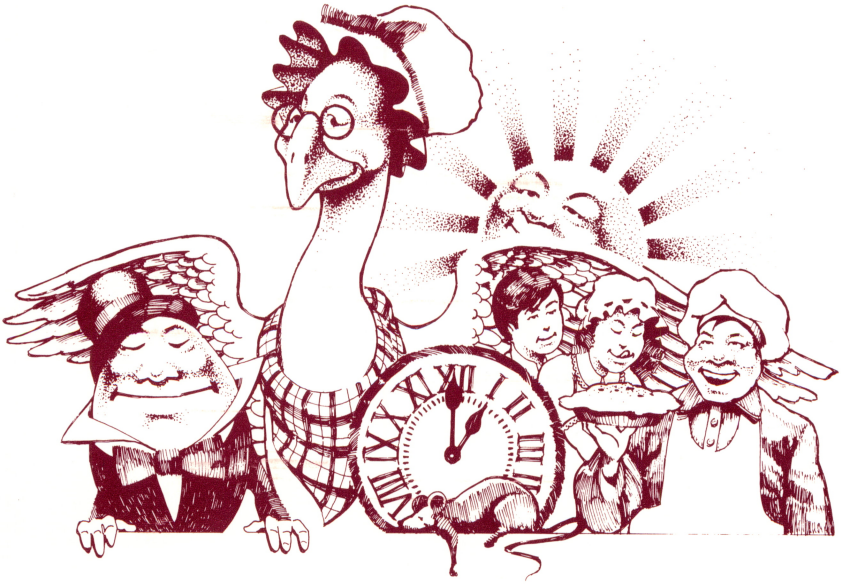


Apple IIe, IIc



Macintosh keys

Mixed-Up Mother Goose™



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A Parent's and Teacher's Guide To Mixed-Up Mother Goose

It was another beautiful day in Mother Goose Land; the sun was smiling down in the land of day, the moon was bright in the land of night, and all was well ... or so it seemed.

Mother Goose went out for her morning walk, and soon discovered that all was not well in Mother Goose Land. First she found Mary Quite Contrary in her garden, looking very worried.

"Oh, Mother Goose," she cried, "I can't find my watering can anywhere. Without it, my garden will never grow!"

"There, there, Mary. I'm sure it will turn up soon," Mother Goose said, and continued on her way.

Next, Mother Goose saw Jack Be Nimble in the meadow. He seemed to be looking for something.

"Good morning, Jack," she said, "Have you lost something?"

"Good morning, Mother Goose," said Jack, "I can't seem to find my candlestick. It was just here a minute ago. If I don't find it, I won't be able to jump today. What will I do?"

"Now, now, Jack," said Mother Goose, "I'm sure you've just mislaid it. Don't worry, you're sure to find it if you keep looking."

"My, but it does seem strange, doesn't it?" Mother Goose thought to herself as she headed home, *"First Mary and her watering can, now Jack and his candlestick — what next?"*

As Mother Goose arrived at her cottage, she saw that the King's messenger awaited her there, looking quite anxious.

"Good morning, young man. And what have you lost today?" she asked.

"Good morning Mother Goose," said the messenger, "I have an urgent message from the King. With your permission, I'll read it to you."

"Please do," said Mother Goose.

The messenger read:

Dear Mother Goose,

I fear that something is amiss in Mother Goose Land today. I've had my men search the castle and the grounds, but my pipe, bowl and Fiddlers Three have all disappeared. My messenger tells me that Little Tommy Tucker has no knife to cut his bread, and that Humpty Dumpty cannot sit upon the wall as he has no ladder to help him up. I hope you can help; I am very worried for our land and our people today.

Signed,

Old King Cole

"Thank you, son," said Mother Goose, "Something is terribly wrong today, and I intend to find a way to put it right again. Tell the King not to fear, all will be well by day's end."

As the messenger hurried off to the castle, Mother Goose called her trusty gander, who waddled to her side.

"HONK!" said the gander.

"Goosie," said Mother Goose, "Our rhymes are in trouble. I need a young hero to save Mother Goose Land. Please go and bring back the bravest child you can find — we need help fast!"

The gander honked once more, then flew away to find a child to rescue the rhymes of Mother Goose Land.

"I hope Goosie can find a hero, and that I can keep my promise to Old King Cole." thought Mother Goose, and she went into her house to wait.

###

Explore Mother Goose Land with your child as he or she becomes a brave hero on a quest to rescue the Mother Goose rhymes.

An Overview

Mixed-Up Mother Goose is an adventure game designed for children ages 4 and up. Over 44 delightful screens and many animated characters await your child as he or she becomes part of a fantasy come true. Eighteen of Mother Goose's most beloved rhymes are represented in beautiful 3-D graphics and animation.

The Object of the Game

Your child must help Mother Goose complete her mixed-up rhymes by locating the 20 missing characters and objects and bringing them back to their rightful owners. Your child will find all of the missing items by travelling throughout the fantasy world of Mother Goose.

How to Read this Manual

NOTE: For the remainder of this manual (for the sake of simplicity), we will refer to your child as '**he**'.

Throughout this manual we will use the following ways of representing information:

MENU COMMANDS will be CAPITALIZED.

Example: HELP, KIDS, DISK

Typed commands will appear as **bold type.**

Example: 'type **cd \sierra**'

Portions of the command line not meant to be typed will *not* appear in bold type. For example, in the line 'type **cd \sierra**', 'type' should not be typed.

[Keystrokes] will appear in brackets setting them off from the surrounding text.

Example: [Spacebar], [Tab], [Arrow]

The brackets are not keystrokes and should not be typed.

Two or more keys that should be pressed at the same time will be separated by a hyphen (-). This hyphen is not a keystroke, and should not be typed.

Example: [Ctrl-Q], [Ctrl-S], [Ctrl-V]

If a space appears between parts of a command, it is meant to be typed.

Example: 'type **cd \sierra**' (the space between **cd** and **\sierra** should be typed as part of the command)

The term 'diskette' is used to refer to either 3.5" or 5.25" data storage disks.

ALL SYSTEMS

PLEASE NOTE: If there is a README file on your game diskette, it may contain important information and instructions that were not available at the time the documentation and other materials for this game were printed. Failure to review the README file before installing the program may cause unexpected results during installation, loading or playing the game.

MS-DOS README INSTRUCTIONS

From DOS, type **readme** to see the README file on-screen. Use [PageUp]/[PageDown] keys to scroll through the file.

ATARI ST README INSTRUCTIONS

To view the README file from the desktop, double-click on the README.DOC icon. You will see a message box with choices for SHOW, PRINT, and CANCEL. Choose SHOW to view the file on-screen one page at a time. Press [ENTER] to see the next screen. Choose PRINT to print the file. Choose CANCEL to escape the message box.

AMIGA README INSTRUCTIONS

With Disk 1 in your primary diskette drive, double-click on the SIERRA disk icon, then double click on the README.DOC icon.

MACINTOSH README INSTRUCTIONS

With Disk 1 in your primary diskette drive, double-click on the README icon.

GETTING STARTED (ALL SYSTEMS)

It is always advisable to make back-up copies of your master program diskettes to increase the life of the masters and guard against accidents. Follow your computer's instructions to make copies of all game diskettes.

When installing your program, you may be prompted to insert a 'Drivers' disk. If you receive this prompt, please examine your disks and insert the disk marked 'Drivers' and press [ENTER], so that the appropriate drivers will be loaded. Some games do not include a separate 'Drivers' disk.

MS-DOS

Installing the Game

Place the back-up copy you have made of Disk 1 into your diskette drive. Type the letter of the disk drive you have placed the disk into followed by a colon (for example: **a:**), and press [ENTER]. Type **install** and press [ENTER].

Answer the on-screen questions using the up and down [Arrow] keys to highlight your selections, then press [ENTER] to select. You will be asked if you wish to install the game on your hard disk. If you do *not* wish the game to be installed on your hard disk, press [ESC] to skip this step. If you want to install the game on your hard disk, enter the letter designation of your hard disk (usually C) and follow the prompts.

PLEASE NOTE: Even if you install to a hard disk, the install procedure will write a file named RESOURCE.CFG to Disk 1. For the installation to be completed correctly, DISK 1 MUST NOT BE WRITE PROTECTED. No other files on Disk 1 are written or changed by the install command.

LOADING INSTRUCTIONS

After completing the INSTALL procedure:

From diskettes:

1. Place Disk 1 into the A: drive.

2. Type **a:** and press [ENTER].

3. Type **sierra** and press [ENTER].

From hard disk:

1. From your root directory, type **cd \sierra** and press [ENTER].

2. Type **mg** and press [ENTER].

ATARI ST

LOADING INSTRUCTIONS

Note: If you are using an Atari 520 ST without memory expansion, turn off all desk accessories (rename .ACC extension .ACX) before running your Sierra game.

From Diskettes:

1. Place Disk 1 in drive a:, and open the disk by double-clicking on its icon.

2. Start the game by double clicking on SIERRA.PRG.

From the Hard Disk:

1. Open the disk by double-clicking on its icon, then open the game folder by double-clicking on the game folder icon.

2. Start the game by double-clicking on SIERRA.PRG.

HARD DISK INSTALLATION

Please note: More than 512K of memory is needed in order to run Sierra games on your ST if you have a hard disk.

1. Open the hard disk by double-clicking on its icon.

2. Create a game folder by choosing NEW FOLDER... from the File menu. Enter a name for your new folder, and click on OK. Open the new folder by double-clicking on its icon.

3. Place Disk 1 in drive a:.

4. Copy the game disk into the new game folder by dragging the drive a: icon into the window you opened in Step 2.

5. Repeat steps **3** and **4** for each of the other game disks.

6. Put the master disks away in a safe place.

CHOOSE A MUSIC DEVICE (Optional)

Your Sierra game is initially set up to play music and sounds through the Atari ST's internal speaker. If you have one of the supported MIDI synthesizers, you may run the MUSIC program to have the game play music through the synthesizer.

1. Open the game disk/folder by double-clicking on its icon.

2. Run the MUSIC program by double-clicking on the MUSIC.PRG icon.

3. Select MUSIC DEVICE from the Options menu.

4. Select your synthesizer (or 'Atari ST Internal Sound') by clicking on the appropriate button. Then click on OK.

5. Select INSTALL GAME from the File menu. This will replace the RESOURCE.CFG file on your disk.

Please note: It is important to turn your synthesizer **on** before starting the game.

AMIGA

HARD DRIVE INSTALLATION

NOTE: RENAME your copies of all game disks to remove the words'COPY OF' **from the disk name. If the words 'COPY OF' are not removed from the disk names of ALL the copies, the system will continue to ask for the original disk, and will not run the game.**

1. Boot your system with Workbench, and insert Disk 1 of Mixed-Up Mother Goose.

2. Double-click on the disk icon, then double-click on the INSTALL icon.

3. Follow the onscreen prompts to complete the installation.

LOADING INSTRUCTIONS

From Diskettes:

1. Insert Disk 1 into drive DF0:*.

2. Turn on your system.

*Amiga 1000 users: Load Kickstart and wait for the Workbench icon, then insert disk 1 into drive DF0:

From Hard Disk:

1. Load Workbench and double-click on your hard disk icon.

2. Double-click on the SIERRA drawer.

3. Double-click on the Mixed-Up Mother Goose drawer.

4. Double-click on the MG icon.

MACINTOSH

Installing The Game

1) Place the back-up copy you have made of Disk 1 in the diskette drive.

2) Double click on the INSTALL icon, and follow the on-screen prompts to complete the installation.

Loading The Game

From Diskettes:

Note: Even if you will be playing the game from diskettes, you **will** need to execute the Install procedure to load the proper drivers for your game.

1) Place the back-up copy you have made of Disk 1 in the diskette drive.

2) Double-click on the Mixed-Up Mother Goose icon.

From Hard Disk:

1) Double-click on the Sierra folder.

2) Double-click on the Mixed-Up Mother Goose folder.

3) Double-click on the Mixed-Up Mother Goose icon.

Selecting Your Game (All Systems)

After the game boots, the computer will prompt you to type in the name of the child, then to choose the on-screen kid who looks like your child. If this is your child's first time playing Mixed-Up Mother Goose, you may want to proceed to the section titled 'For Beginners: A Mixed-Up Mother Goose Walk-Thru.'

The game begins with a credits sequence and an opening cartoon. To bypass the credits, wait until Mother Goose has flown across the screen, then press [ENTER]. If your child has viewed the opening cartoon already, and is beginning a new game, you may want to bypass the cartoon also by pressing [ENTER].

If your child has played Mixed-Up Mother Goose before, use the mouse or arrow keys to move the pointer to your child's name. It is recommended (especially in classroom situations) that you type in the last names or last initials of children with common names such as John, Jim, Mike, etc. To save confusion when each is trying to find his kid.

Saving Your Game (Floppy Disk Users)

Following the opening cartoon, you will be prompted to insert your 'Save Game' disk. You may also wish to save your child's progress at the end of each session, using the SAVE & QUIT feature in the Disk menu within the game. Follow the instructions below to save games to diskettes.

Single Drive Systems

1. Choose SAVE & QUIT from the Disk menu.

2. Insert a blank, formatted diskette in your primary drive (example: a: or df0:), and press [ENTER].

Double Drive Systems

1. Choose SAVE & QUIT from the Disk menu.

2. Insert a blank, formatted diskette in your secondary drive (example: b: or df1:), and press [ENTER].

3. Using the mouse or [Tab] key, highlight CHANGE DIRECTORY.
4. Press [Ctrl-C] to clear the current drive and directory.

5. Type in the letter of the drive you wish to save games to (example: b: or df1:), and press [ENTER].

6. Press [ENTER]·to complete the save game procedure.

Hard Drive

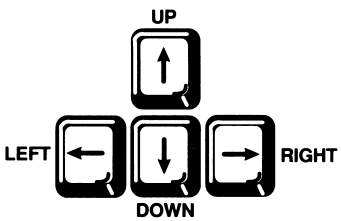
If you are playing from a hard drive, the program will automatically create a Save Game file on your hard disk. The first game will be saved automatically. Subsequent games can be saved using the SAVE & QUIT feature in the Disk menu within the game.

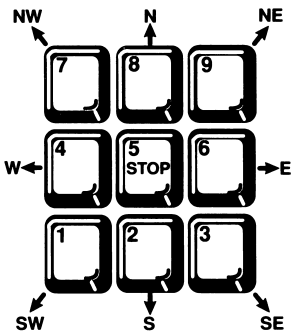
Moving Around in Mother Goose Land

Children can move their on-screen kid using the mouse, joystick or numeric keypad ([Arrow] keys). To change control modes during game play, simply stop your kid on-screen, then resume movement using the desired control mode. For example, if you are using the mouse, and wish to use the joystick instead, stop the kid with the mouse, and resume movement using the joystick. For additional help, see the instructions below.

Using the Keypad

Included in this package is a set of arrow stickers you may affix to your numeric keypad to help your child move around.





Your child can move in any of eight directions by pressing an [Arrow] key and holding it down. When he wants to stop moving, instruct your child to release the [Arrow] key. Assist your child in moving the kid around until he becomes comfortable with the keypad.

Using the Joystick (recommended for children 5 and under)

You will be prompted to center your joystick. Place the joystick in its center position and press [ENTER].

Your child can move his kid by pushing the joystick in one of eight directions. To halt the kid's steps, return the joystick to its centered position. Assist your child in moving the kid around until he becomes comfortable with the joystick.

Using the Mouse

Using the mouse, instruct your child to position the arrow where he wants the kid to move, then click the left mouse button (if your mouse has multiple buttons). The kid will walk to the desired point, and stop.

The mouse may also be used to explore objects in Mother Goose Land, and to talk to other characters. When your child points at an on-screen object and presses the **right** mouse button, many objects will become animated, and will be accompanied by sound; bells will ring, etc. Each time your child points at a character and presses the **right** mouse button, the character will tell your child what he or she needs.

Entering Houses in Mother Goose Land

There are many houses and buildings in Mother Goose Land, most of which your child can enter at any time. To enter a place, he needs only to approach the front door, and it will open. The kid will automatically enter the building.

Getting and Trading Objects

As your child explores Mother Goose Land, he will find many objects lying about, most of which can be used to complete one of Mother Goose's rhymes. As the kid approaches one of these objects, it will be picked up automatically and will appear in the Inventory Window in the upper-right corner of the screen. The object will remain in the Inventory Window until it has been delivered to its proper owner, or has been traded for another object.

The Inventory Window

Each time your child picks up an object, it will appear in the Inventory Window in the upper-right corner of the screen. Make sure that your child understands that the picture in the window is the item he is currently carrying.

The Inventory Window can hold only one object at a time. When your child finds a new item, he must decide which item to keep. If a new object is picked up, it will replace the current object in the Inventory Window. The previous object will be dropped and will remain in that location until the child returns for it*. To avoid picking up an object, your child should avoid walking close to the object. If an undesired object is inadvertently picked up, instruct the child to walk away from the object he wishes to carry, then return to it and pick it up.

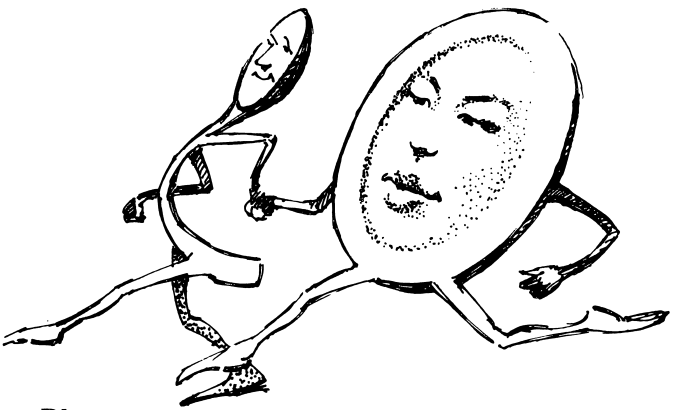
*** Caution:** Characters discarded inside a building will not remain inside, but will wander away to a random location.

HINT: Many houses or buildings contain a small table of some sort. On these tables your child will often find an object needed to complete one of Mother Goose's rhymes.

Talking to Characters in Mother Goose Land

When a child approaches one of the Mother Goose characters, or uses the mouse to point and click on a character (see **Using the Mouse**, page **15**), the character will 'talk' to the child automatically, in both text and pictures, so children of all ages will understand. If a character is missing something, the child will be told what is missing. For example, if The Old Woman Who Lived in a Shoe needs a bowl of broth, she'll tell you first in text, then a picture of the bowl of broth will be displayed. Your child will find it easy to locate objects with the visual aids that the game provides. If the character happens to *be* the missing piece to a rhyme, he will tell you where he needs to go.

Please note: Parents and Teachers should take the time to ensure that children are familiar with and can distinguish one object from another. The map and poster included in this package may be helpful.



Completing a Rhyme

When your child returns a missing piece to the correct rhyme, the rhyme comes to life; as the on-screen characters perform the rhyme, a melody plays and the words to the rhyme are displayed on the screen. When the performance is over, the written rhyme will remain on the screen until your child attempts to move his kid and continue with the adventure.

Please note: Old King Cole's rhyme is missing *three* different items which must be returned to him *in the correct order*. When your the child has returned the third item, the rhyme will be complete and will come to life.

Using the Map

Mixed-Up Mother Goose contains many locations to which children can travel. Sierra has provided a colorful map of the kingdom so children won't get lost in Mother Goose land. To familiarize your child with the map, point out the kid's current location on the map, then have him move to an adjoining screen. Now return to the map and ask your child to find the new location on the map. Continue practicing until the child can successfully use the map on his own.

Using the Pull-Down Menus

At the top of the Mixed-Up Mother Goose screen is a menu bar containing several menus that can be opened to show the command choices available to your child. There are four menus; [Sierra Logo], Game, Sound and Speed, and each menu contains several options. To utilize these menus using your keyboard or mouse, follow the instructions below.

Keys to Use in Menus

Press the [ESC] key to activate the menu bar. Use the left and right [Arrow] keys to highlight the desired menu, then use the up and down [Arrow] keys to highlight the desired option. Press [ENTER] to activate a highlighted option. If you wish to return to the game without using the menus, press [ESC].

Using the Mouse in Menus

To activate the menu bar, move the mouse arrow to the top of your screen and click once. Now move the arrow to the menu name, then click and hold the left mouse button to open the menu. Drag the mouse to the command you want to select. Release the mouse to execute the command you have selected.

Menu Options

[SIERRA] Menu

HELP: The Help option displays the function keys used to short-cut commands such as pausing, saving or restoring a game.

ABOUT THE GAME: This option gives you information about the game, including the version #, the game's designer, etc.

Game Menu

KIDS

This option saves your child's game automatically (prompting you to insert a save game diskette if playing from floppies), then takes him to the **KIDS** screen, where he will have the option of either restoring a previously saved game, or starting an entirely new one. If your child chose KIDS by accident, and just wants to continue the game he was playing, simply click on the kid he was playing to return to the game he left.

To restore a game, choose the name of the desired kid.

To start a new kid, choose New Player. This option will take your child to the **KIDS** screen where you will be prompted to type in a name, and choose the kid that looks most like your child.

DISK

When you choose the DISK option in the game menu, a box will appear on-screen, offering three new options:

SAVE & QUIT

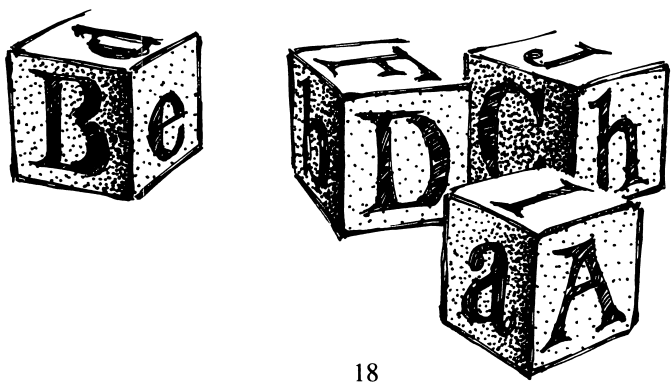
This option allows your child to save a game in progress. Each child may save one game at a time, using his own name. Up to 12* games may be saved under different names.

When you choose the SAVE & QUIT option, Mixed-Up Mother Goose will automatically save your child's position in the game, then exit the game.

*When using 5.25" 360K diskettes, only 8 games may be saved.

QUIT WITHOUT SAVING

This option exits the game without saving your child's position.



OOPS

Use this option if your child has accidentally chosen the DISK menu, and wishes to continue playing.

PLEASE NOTE: If you're playing from diskettes, you must have a separate formatted diskette ready before you can save a game. See your computer's manual for instructions on formatting diskettes.

Deleting Saved Games

If you have a problem with your saved games, or if you run out of save-game slots and wish to start over, you may want to delete your saved games and begin new ones. To delete ALL saved games in the Mixed-Up Mother Goose directory, follow these directions:

From the root directory:

Type **cd \sierra\mg**

Type **del mgsg*.***

Note: This will delete ALL saved games from the Mixed-Up Mother Goose directory.

Speed Menu

CHANGE

This option allows you to adjust the walking speed of your child's on-screen kid. Choose CHANGE from the Speed menu, then type a new number in the Speed box (15= fastest, 1=slowest).

FASTER: Choose this option to increase the walking speed of your child's on-screen kid, or press the [+] key during play for the same result.

NORMAL: Choose this option to return your child's on-screen kid to normal walking speed, or press the [=] key during play for the same result.

SLOWER: Choose this option to decrease the walking speed of your child's on-screen kid, or press the [-] key during play for the same result.

Sound Menu

VOLUME: This option allows you to adjust the volume of game music and sound. To adjust the volume, choose Volume from the Sound menu, then type a new number in the Volume box (16= loudest, 1= quietest).

SOUND ON/OFF: This option turns the sound on and off.

Scoring

Your child's score is displayed at the top of the screen. One point is rewarded for each rhyme that he completes. There are 18 rhymes in Mixed-Up Mother Goose, so a total score of 18 is possible.

When All the Rhymes are Fixed

When your child completes the last rhyme, Mother Goose will arrive and reward your child for saving Mother Goose Land.

After the game comes to its conclusion, your child will have the option of starting a new game, or quitting. If the child chooses to start a new game, the game will begin in front of Mother Goose's house.

Short Cuts for Common Commands

Macintosh users: Please see pull down menus within your game for keyboard equivilents to these commands.

Help	[F1]
Sound/Sound Effects on/off	[F2]
Go to KIDS (see KIDS menu, pg 18)	[F5]
Go to DISK (see DISK menu, pg 18)	[F7]
About Game	[Ctrl-A]
Change Speed	[Ctrl-S]
Change Volume	[Ctrl-V]

It's Child's Play!

Once familiar with Mixed-Up Mother Goose, children can take over as only a few keys are necessary. With the simple use of the keypad, mouse or joystick, your child can move the on-screen kid around Mother Goose Land. The rest is done by the other characters in the story. You may want to continue assisting your children in starting, saving and restoring games, as more keys are required to perform these functions.

Glossary

Rhyme	Character (Object)	MisingObject(Character)
Banbury Cross	Banbury Cross	Cockhorse (Stick Horse)
The Cat And The Fiddle	Cat	Fiddle
The Crooked Man	Crooked Man	Sixpence
Jack Sprat	Jack Sprat	Steak
Jack Be Nimble	Jack	Candle
Tommy Tucker	Tommy	Knife
Humpty Dumpty	Humpty Dumpty	Ladder
Jack And Jill	Jack And Jill	Pail
Little Bo Peep	Little Bo Peep	Sheep
Little Jack Horner	Little Jack Horner	Pie
Mary Had A Little Lamb	Mary	Lamb
Mary Quite Contrary	Mary	Watering Can
Miss Muffet	Tuffet	Miss Muffet
Hickory Dickory Dock	Clock	Mouse
Little Dog Gone	Boy	Dog
Old King Cole	Old King Cole	Pipe, Bowl & Fiddlers Three
Peter Pumpkin Eater	Peter	Wife
Old Woman In A Shoe	Old Woman	Bowl Of Broth

For Beginners: A Mixed-Up Mother Goose Walk-Thru

Title Screen

The first thing you will see upon booting the program is the title screen followed by credits. To bypass this opening sequence, press [ENTER].

At this point, if you are playing from diskettes, you will be prompted to insert your 'Save Game' disk. See **Saving Your Game**, pg **12** for instructions.

Playing for the First Time

Following the opening sequence is the **KIDS** screen. At this screen you will be prompted to enter the child's name. Type in a name up to 10 characters long and press [ENTER]. Now choose the kid that looks most like your child. Use the mouse or [Arrow] keys to select the desired kid, then press [ENTER].

Sweet Dreams . . .

After your child selects a kid, the story begins with a cartoon. Let your child view the cartoon at least once, as an introduction to Mixed-Up Mother Goose. If you wish to bypass the cartoon, press [ENTER] again.

It is nighttime, and good children are in bed. After Mom or Dad says good night and turns off the light, little eyes become tired, and soon are fast asleep...

Now a happy dream begins as you float away on the downy back of a goose. It's a wonderful voyage through a blue sky full of puffy white clouds to a place where dreams come to life: Mother Goose Land.

Soon you arrive in Mother Goose Land and who should greet you but Mother Goose herself! She tells you that her rhymes are all mixed up, and asks you to help her, then goes back into her house leaving the future of Mother Goose Land in your hands!

When the cartoon is over, your child is in control of the game. Have him practice moving around this screen (left and right, around the tree), until he is comfortable and can move on. See **Moving Around in Mother Goose Land** on page**14**.

When the Computer Starts Working, STOP!

Each time the computer changes screens, a few moments are required for the computer to load the new scenery. Instruct your child not to touch the keypad while this is happening. Pressing an [Arrow] key while a screen is loading may

result in the kid bouncing back and forth between screens without making any progress.

Practice changing screens by walking in and out of Mother Goose's house until your child feels comfortable with the progress and is ready to move on.

Time to Go!

Now your child is ready to venture out into Mother Goose Land. Have your child move to the left side of the screen, and . . .

You're in a wonderful new place! This is the garden of Mary Quite Contrary. Watch as Mary works in her garden, then walk toward her.

If your child is using a mouse, have him point at some of the objects in Mary's garden, and click the right mouse button. The bells will ring, and the pretty

maids will dance. As your child approaches Mary (or uses the mouse to point and click on her), she speaks in text, and then shows a picture to tell your child what item she needs.

"Kindly fetch me my watering can," Mary says. Now she shows you a picture so you can see what her watering can looks like. Where do you think that watering can could be? Without it, Mary's rhyme isn't complete. It's up to you to find the watering can and bring it back to Mary.

The missing objects in Mixed-Up Mother Goose are placed in random locations so children can play again and again. The watering can however, is always in the same place so beginners can learn how the game works.

Don't Forget Your Map!

Now is a good time to refer to the colorful map of Mother Goose Land that came with your game. This map shows you all of Mother Goose Land, and where each rhyme is located. If you open the windows, you'll see the rhymes as they will look when they are complete. For suggestions on practicing with the map, see **Using the Map,** page 17.

Moving On...

Now let's go back to Mother Goose's house. Move to the right side of the screen, and wait for her house to appear. Now move to the right of this screen and wait. . .

This is the meadow where Jack Be Nimble lives. Later, you can help Jack find his candlestick, but for now let's find Mary's watering can.

Move to the far right side of the screen and wait.

Now we're in a green meadow. What's that on the ground? Why, it's Mary's watering can! Let's get it.

Walk toward the watering can, and it will be picked up automatically. If you look in the Inventory Window in the upper-right corner of your screen, you'll see a picture of the watering can there. For more information about the Inventory Window, see **The Inventory Window**, page 15.

Now that you've got the watering can, it's time to take it back to Mary. Let's see if you can find your way back to Mary's garden using your map.

Take time to see if your child can find the way back to Mary's garden without your help. If he has trouble, use visual clues (like Jack Be Nimble) to help. With a little practice, children can learn their way around Mother Goose Land.

Back in Mary's Garden

You've found Mary's garden! Mary is here waiting for you. Why don't you give her the watering can now? When Mary has her watering can, her rhyme will be complete. She'll be so happy, she'll act out her rhyme for you!

Now Mary will perform her rhyme for your child. Music will play, and the words to the rhyme will be displayed on the screen so you can recite the rhyme to your child, or even sing along.

Congratulations! You've just fixed one of Mother Goose's rhymes, and you have 1 point. Now you can go wherever you want in Mother Goose Land, and soon you'll have all the rhymes repaired. Have fun!

The score at the top of the screen should now read 1 of 18. This score will increase with each rhyme completed. When all the rhymes in Mother Goose Land are as they should be, your child will be awarded a special surprise.

Now that your child has successfully repaired a rhyme, he should be ready to take on the other quests that await. Help him search for Jack Be Nimble's candlestick, or one of the other objects that are scattered throughout the land. Your child will soon be fixing rhymes without help.

PROBLEM DISK?

TECHNICAL HELP (MS DOS ONLY)

If you are having problems with a game disk, try these suggestions before assuming the disk is faulty:

If you receive any of the following messages:

1. 'Insert Disk (#)' when you have already inserted that diskette, or have installed the game on your hard disk

2. 'Out of Handles' or 'Out of Heap', or if the game locks up at any point

3. 'Disk Error' you may have memory resident programs loaded into your RAM memory. You will need to boot your system from a diskette containing your operating system only. Follow these instructions to create a 'Sierra Boot Disk':

FORMATTING FROM A HARD DRIVE

Format a blank disk with DOS system files (using /s) to make a bootable disk:

A) Place a blank disk in drive a:

B) At the C prompt, type: format a:/s

NOTE: If your A: drive is a high density drive and you are using double density disks, you will need to type: format a:/4/s (for 5.25" disks) *or* type: format a:/n:9/s (for 3.5" disks)

C) Press [ENTER]

FORMATTING FROM A DISKETTE DRIVE

A) Place your original DOS disk in drive a:.

B) At the A prompt, type: format a:/s (be sure to switch to a blank disk when prompted by the FORMAT program.)

NOTE: If your A: drive is a high density drive and you are using double density disks, you will need to type: format a:/4/s (for 5.25" disks)

or type: format a:/n:9/s (for 3.5" disks)

C) Press [ENTER]

D) Respond to DOS prompts.

Now you should create a CONFIG.SYS file on your Sierra Boot Disk, with a files=20 statement. Follow these instructions to create this file:

A) Type: **a:** [ENTER]

B) Type: **copy con config.sys** [ENTER]

C) Type: **files=20** [ENTER]

D) Press [F6] [ENTER]

You should see the message: '1 File(s) copied'. You will now have to re-boot your computer with your new Sierra Boot Disk in the drive. Turn your computer off then on, or press [Ctrl-Alt-Del].

If this does not clear the above messages, call **(209) 683-8989** for technical help. Our technical staff will be happy to help you.

TECHNICAL HELP (ALL SYSTEMS)

Technical assistance is only a telephone call away. Call **(209) 683-8989** for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.

Disk Replacement Policy

If you find that you need to send for replacement diskettes, send the original disk 1 in the size you need (3.5" or 5.25") to:

Sierra On-Line

P.O. Box 485

Coarsegold, CA 93614

Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5").

We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $5.00 charge for 5.25" diskettes, and a $10.00 charge for 3.5" diskettes.

NOTES

NOTES

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SIERRA®

3-D ANIMATED ADVENTURE GAME
REFERENCE CARD FOR APPLE IIe/IIc

Sierra's 3-D animated adventures represent a totally new approach to computer gaming -- a third generation in computer adventure. They feature colorful, double hi-res graphics, with animated characters moving through three dimensional background screens. The improved parser lets you talk to the computer in whole sentences.

Sierra's new series of adventures are interactive, changing as you explore and solve the puzzles. New discoveries are made as you dig deeper into the game. There are often multiple solutions to the many puzzles you encounter. In fact, you can play the game many times and never play the same game twice.

LOADING INSTRUCTIONS

1. Insert Disk 1, label side up, into the drive. Close the door to the drive.
2. Turn on power to the monitor and the computer.
3. You may bypass the opening sequence by pressing any key twice.
4. Follow the screen prompts to begin playing.

If your game won't boot properly, check to see that you meet these requirements:

- As stated on the sticker on the outside of the box, 128K memory is required to operate Sierra's 3-D animated adventure games. Apple IIe owners *must* have an 80 column extended memory card installed.
- Printer cards (and other peripherals) sometimes interfere with the operation of Sierra's 3-D animated adventure games. You may have to remove all cards from your slots, except of course the drive card and the extended memory card.
- The earliest Apple IIe computers had "A" mother boards. To run the complex graphics in Sierra's 3-D animated adventure games, you need a "B" mother board. If your computer has an "A" mother board, contact Apple computers for information on how to upgrade to a "B" mother board.

COMMANDS FOR THE HERO

Your computer will be your hands, eyes and ears. Talk to it in commands of one or two words, or even whole sentences. Unless otherwise instructed, follow all commands with the RETURN key.

Using a joystick or the keyboard, move your character North, South, East, West, diagonally, and when appropriate, up or down. To halt his steps with the keys, press the direction key you hit last again.

You may meet others who have messages for you. Command them to speak. Type: TALK TO THE ALIEN

You may need objects you see along the way. Type: GET THE PIZZA

Pay attention to details. To see an object closely, type: LOOK AT THE CONTROL PANEL

Use the objects you find along the way. Type: GIVE THE AMULET TO THE OLD MAN

SAVING AND RESTORING THE GAME

You may want to take a break at some point, and later begin where you left off. Sierra makes it possible for you to save and restore the game. Before you try something that looks risky, save your game.

Formatting or Preparing a "Save Game Disk"
Type INIT DISK any time during the game to create a save game disk. Follow the prompts on the screen to create the "save game disk".

Saving a Game
The game can be saved almost any time during play. If you do this often, then you won't lose much ground if your character should suffer an unfortunate accident. Type SAVE GAME (or press 5). You will be instructed to enter a letter to identify your game. Type a letter from A-Z and specify your drive number. Insert your "save game disk" and press RETURN. Now you may continue playing your adventure from the point at which you saved the game.

Restoring a Game
To restore a saved game any time after loading your adventure, type: RESTORE GAME (or press 7). Type a letter (A-Z) for the saved game you wish to restore, and specify your drive number. Insert your "save game disk" and press RETURN. You will now be able to continue playing from the point at which you saved the game.

To save you typing time, these convenient keys quickly and easily make these common commands:

ESC	Pause game
1	Help
2	Toggle sound on/off
3	Echo (repeat) previous command
4	Inventory
5	Save Game (A - Z)
7	Restore Game (A - Z)
9	Restart Game
CTRL C	Cancel current command

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THERE ARE AT LEAST TWO IMPORTANT REASONS WHY YOU SHOULD MAIL THIS CARD TODAY!

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2. You will receive a FREE subscription to "The Sierra Newsmagazine," which contains valuable coupons, contests, great articles, upgrade information, hints on playing Sierra games, handy techniques for using our productivity products and much more!*

Last Name _____

First Name _____

Address _____

City_____State____Zip_____

*U.S.A. residences only.

Name of product_____Date_____

Serial # on disk label _____

If you don't know an answer, simply leave it blank.

How many Sierra products do you own? 1. _____

Who is the primary user of Sierra products? (check one)

2a. ☐ Male under 20 2b. ☐ Male over 20

2c. ☐ Female under 20 2d. ☐ Female over 20

Do you have children at home? If yes, check all that apply.

3. ☐ Male child under 10 4. ☐ Male child over 10

5. ☐ Female child under 10 6. ☐ Female child over 10

What type of computer do you own? (check all that apply)

7. ☐ *IBM or compatibles*

8. ☐ Macintosh

9. ☐ Atari ST

10. ☐ Amiga

11. ☐ Apple II Family

12. ☐ Other

Do you have a modem?

13. ☐ Yes

If you own an IBM or compatible, please continue:

What graphics card do you use?

14. ☐ EGA/Tandy

15. ☐ VGA/MCGA

16. ☐ Other_____

Do you own:

17a. ☐ MT-32 or LAPC-1

17b. ☐ AdLib or Soundblaster

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CD Screen

Mother Goose asks for your help

Help Mother Goose Sort Out Your Favorite Rhymes...

CD Screen

Take the lost sheep back to Bo Peep...

EGA Screen

...Help Miss Muffet find her tuffet...

CD Screen

...even go on a quest in the service of Old King Cole.

Sierra combines Roberta Williams' master storytelling with the classic rhymes of Mother Goose to create Mixed-Up Mother Goose — a children's adventure game so simple that once you start the program, even a young child can take over.

Choose The Character That Looks Like Your Child!

Help your child select the character that looks most like him or her — now children can really become a part of the Mixed-Up Mother Goose adventure.

EGA Screen

Easy character selection

Mixed-Up Mother Goose is a fun way to entertain and educate your child. Children learn early reading skills, and Mixed-Up Mother Goose is an exciting way to introduce your child to the world of computers!

- Up to 12 children can save separate games by name. Great for families or classrooms.
- Easy-to-use menus make Mother Goose simple to play.
- Randomly located objects and characters make Mixed-Up Mother Goose fun to play again and again.
- Includes a beautiful full color map of Mother Goose Land.
- Sierra's latest high resolution graphics and music card support make Mixed-Up Mother Goose a better value than ever!
- Includes a parent's guide to help you make the most of your child's gaming experience.
- A great way to entertain children for hours!
- Mixed-Up Mother Goose uses pictures and words so pre-reading kids can play and learn!
- An exciting way to introduce your kids to computers!

"Simply delightful learning..."
-Computer Entertainer Magazine

"The folks at Sierra On-Line have done it again...Mixed-Up Mother Goose is great for small children...I can't think of a better way to teach kids the classical nursery rhymes."
-Donald B. Trivette, Compute!

"...teaches the great old rhymes in a creative new way and adds a dose of humor."
-Ed Ferrell

"...an exceptional and most entertaining program...a great imaginative mind created this game."
-Joy Bushnell, ST Informer

Roberta Williams, mother of two and America's top female game designer, really gets into her work. She designed Mixed-Up Mother Goose especially for very young children, and hopes that your children get as much enjoyment out of it as hers did.

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- Up to 11 children can save separate games by name. Great for families or classrooms.
- Easy-to-use menus make Mother Goose simple to play.
- Randomly located objects and characters make Mixed-Up Mother Goose fun to play again and again.
- Includes a beautiful full color map of Mother Goose Land.
- Includes a parent's guide to help you make the most of your child's gaming experience.
- Mixed-Up Mother Goose uses pictures and words so pre-reading kids can play — and learn.
- An exciting way to introduce kids to computers!

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